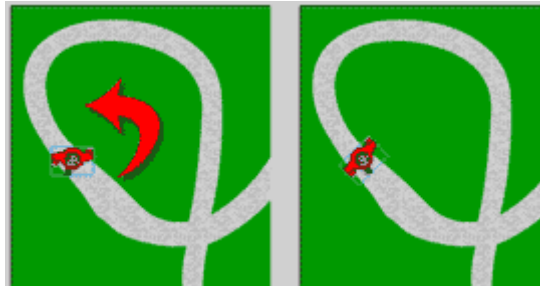


**Orienting an Object to a Path & Crossing a motion guide.**  
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Flash allows you to create a path as a guide for an object to move along. Your object move so it is always oriented perpendicular to the tangent line of the path. Also the object, with a little trick, can be made to cross the path. In this tutorial you will learn how to orient your motion tweened object to a path and how to cross the path without having it switch paths

You will need this file, [Orient To Path Project](#).

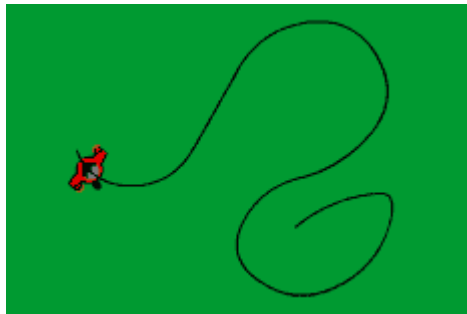
1. Open your project file. Drag a copy of your soldier out onto frame 1 of layer 2. Place him over the walk path where the path widens on the upper right side. Use the transform tool to rotate him so it is oriented to the pathway (facing the path).



2. Right click on frame number 65 and insert keyframe (F6).

3. Right click on frame 105 and select insert keyframe (F6). Lock layer 2. we have not moved the soldier yet.

4. Right click on layer 2 and select insert motion guide. A new layer called Motion Guide: layer 2 will appear above layer 2 and layer 2 will be indented underneath it.



5. On frame 1 of the Motion guide draw a swirling path line over the walkpath provided without crossing back over itself.

6. Right click on the motion guide layer on frame 65. Select Insert Keyframe.

7. Draw the rest of your curve on frame 65, crossing the lines where you need to make a continuous path.

8. Erase the part of the path that you crossed over so that your new path has a clear line to the starting point.

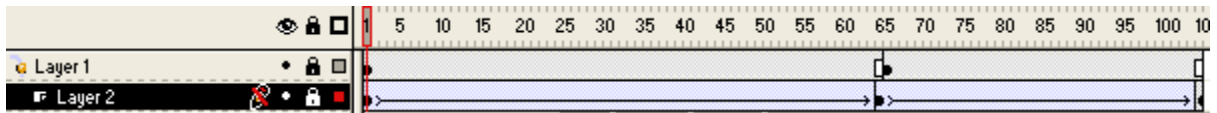


9. Lock your motion guide.

10. Unlock layer 2.

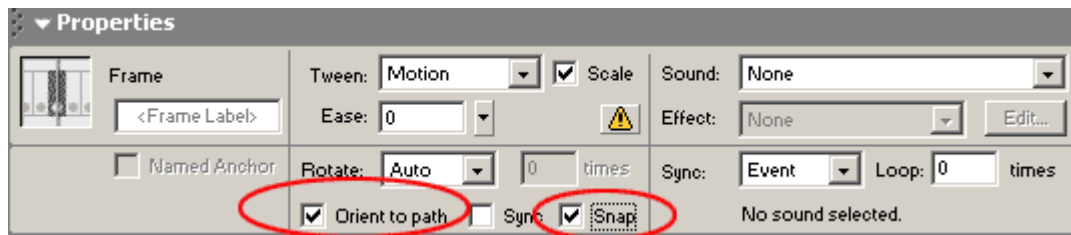
11. On the Keyframe 65 on layer 2, move your soldier to nearly the end of the initial motion path on frame 65. Avoid placing him exactly on the starting point, as it will create a "lag" in the animation.

12. Click on Frame 1, and open the frames panel (window=>panel=>frame). Select tweening => Motion.



13. Click on frame number 65 and select tweening => motion from the frames panel.

14. On Frame 1 layer 2, select the options "Orient to Path" and "Snap".



15. Select your arrow tool with the option for snap turned on within your toolbox. Use your arrow tool to Drag the registration point to touch the guideline. On the keyframes 65 and 105, use your arrow tool to "snap" the registration point to the guideline.

16. Preview your movie and publish. Notice how the soldier always faces ahead as he walks the path!